

StabBack

Published by: Howard R. Christie

Issue # 18

October 20, 1985

This is STABBACK, a monthly journal of Diplomacy. This fine work of play by mail Diplomacy is brought to you by many hard hours of work. As you can see it is once again back on that fast turn around time for turns. Subscriptions to STABBACK are 10 issues for \$5.00. Game fees are \$5.00 + subscription. STABBACK is edited and published by: Howard R. Christie, PO Box 115, Millville, PA 17846. Phone Number = (717) 453-5790

I am the state and the state is me.

Louis XIV, King of France

1984CT, 1984UN, 1985W, 1985AO, and 1985CQ games in process.

Deadline for all games in STABBACK is: November 15, 1985.

STANDBY LIST

If your name appears below you are one of STABBACK's standbys. If you would want on or off, just drop me a line. If a player plays out a standby position, that player will receive three free issues of STABBACK. Names below do not appear in any special order.

BREMBACH, COOPER, YOUNG, CHRISTIE, MCKINNON, MCCURRY, WILCOY, BEAVER, NOXIS, AND ZARSE.

CHANGE OF ADDRESS

Jeff Zarse, Hinman Box 284, Hanover, NH 03755

STABBACK'S RATING SYSTEM

5 Points for a win.
4 Points for a draw.
3 Points for a survival.
1 point for an elimination.
0 points for drop or resign.

Divide points by number of games,
gives your score.

1 Point for stand-by and no game or points for the position.

The top five are:

Phil Cooper = 6.00
Hugh Christie = 4.00
Willis Beaver = 4.00
Steven McKinnon = 4.00
Andy Clough = 3.00

Thundering Herd

Doug King = 1.00
James Early = 1.00
James Young = 0.00 (1)
Robert Smith = 0.00 (2)
Chris Bruck = 0.00
Jim Ridenour = 0.00
Fred Hyatt = 0.00
Greg Doyle = 0.00
Peter Saterfien = 0.00
Will Wehr = 0.00
Jay Brumbaugh = 1.00

Country Survival Chart

[illegible]

11 September 1985

To: All DIPLOMACY WORLD Subscribers

From: Larry Peery, Trustee in "bankruptcy" for DIPLOMACY WORLD

Re: Status of DIPLOMACY WORLD

Acting with the cooperation of former DW Publisher and General Manager Rod Walker and General Editor Kathy Byrne, and other members of the DW staff, I recently conducted an independent examination of DW's current status on behalf of DW's subbers. As trustee it is my responsibility to make a report to the zine's creditors and debtors, and a recommendation to the judges. In this case you, the DW subbers, will judge and decide the future of DW.

My Report

1. DW is, for all practical purposes, bankrupt.
2. This is not a result of fraud or any individual's misconduct but a result of the compounding of errors made by many individuals over a long period of time.
3. DW's current assets include approximately \$101 in cash, \$129 in checks for undelivered merchandise, several hundred back issues of DW, miscellaneous postage in the amount of \$86, and an undetermined amount of cash and back issues in the possession of George Grassele (Mr. Grassele is in Europe and I could not speak with him.).
4. DW's current liabilities include unfulfilled orders for 556, or more, copies worth about \$1,529 at current prices.
5. DW cannot fulfill its current and future obligations with available resources.
6. It has no immediate means of raising additional funds to clear its resources.
7. In addition the zine's publication schedule has slipped badly. Issue number 39 (Spring 1985) did not appear until late this summer. The summer issue is no where near complete and cannot appear before late fall, if at all.
8. DW's staff is also in a state of disaray which has brought normal staff functions to a standstill. Morale is also low.
9. There is a three month backlog of unanswered correspondence to the publisher and editorial staff.

Options

The judges have two principle alternatives: to fold DW or to attempt to save it. There are variations of both possibilities.

To Fold

1. Option #1: To fold the zine immediately and either return all remaining assets to the creditors or donate them to another hobby custodian or service organization.
2. Option #2: To fold the zine immediately, using remaining cash and back issues (along with donations from other hobby publishers) to fulfill outstanding obligations as far as possible.

To Merge:

The possibility of a merger with another hobby publication was not considered as viable.

To Reorganize:

1. DW can only be successfully reorganized if its past debt is wiped clean. The debt cannot be retired or serviced under present circumstances.
2. DW must be put on a sound financial basis.
3. DW must raise additional working capital to finance future issues, provide necessary services, meet overhead, etc.
4. These funds can be in the form of donations, sales of goods, etc. but they must be sufficient to cover the cost of a year's production and overhead costs.
5. Subscription funds must be used to pay for the magazine on a pro-rated basis.
6. The magazine and services must be put on a timely basis.
7. The staff must be reorganized and given a sense of purpose and direction.

Notes

In talking to staff members, subbers, and reading the correspondence files several ideas constantly reappeared:

1. DW is a hobby service publication, not a profit making venture.
2. DW does not have to make a profit but it must not operate at a continuing loss.
3. DW is not the responsibility or property of any one individual or group. It is the property of its subbers and the collective responsibility of its staff and subbers.
4. DW faces certain overhead expenses above and beyond those of most Diplomacy publications in providing various services to hobby novices, pubbers, etc.
5. DW can only prosper if it has a good working rapport among its staff and with the hobby at large. To achieve those things it must provide good materials in a timely manner.

Comments

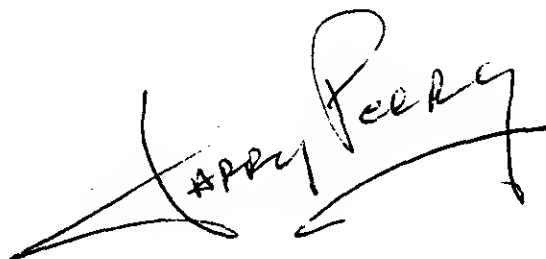
1. Folding the zine under Option 1 would be the easiest and quickest way to resolve DW's problems.
2. Using Option 2 would take more time and require someone to handle the job until all the debts were resolved or all assets were distributed.
3. Reorganization is the most difficult option in terms of time and financial demands. It is not possible to justify this option solely on the basis of normal business practices.
4. However, if the judges/subbers believe that DW's importance transcends the bottom line of a financial report, if they are willing to forgive and forget the past debt, if they are willing to make donations sufficient to provide an operating capital base, if they are willing to subscribe to a "reorganized" DW;
5. If the staff members (and others) are willing to continue to provide sufficient high quality materials for the publications, and those services which are its responsibility, on a timely basis;
6. Then DW can be successfully reorganized; but
7. All of the above conditions must be met or DW will eventually find itself in the same dilemma.

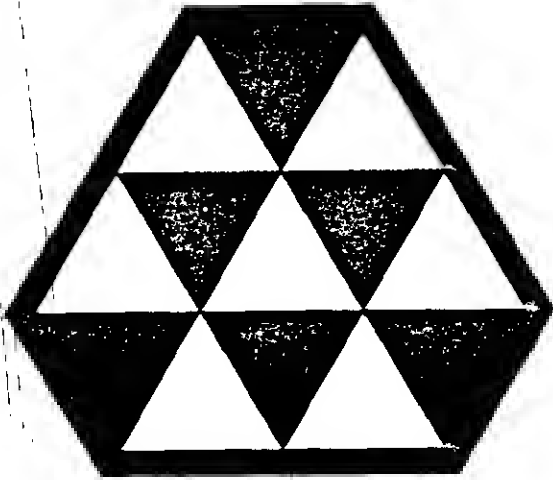
Recommendation

None.

Decision

Yours to make.

A handwritten signature in dark ink, reading "Larry Feery". The signature is written in a cursive, flowing style with a long horizontal stroke extending to the left.



INSTITUTE FOR DIPLOMATIC STUDIES

Gaming & Simulations Studies

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LAWRENCE WM. PEERY, Director

11 September 1985

To: All DIPLOMACY WORLD Subscribers

From: Larry Peery, Publisher and Managing Editor Designate

Re: Status of DIPLOMACY WORLD

DIPLOMACY WORLD is bankrupt.

The enclosed report will explain the situation to you and what your options are.

I regret to have to be the one to bring you this "news," if it is news to you. Most you knew DW was in trouble. No one, including myself, knew how bad the situation was until I finished my investigation a few days ago. I appreciate the input I received from Rod Walker, Kathy Byrne, and the comments of Ken Peel, Walt Buchanan, Fred Davis, Jr., Conrad von Metzke, Ron Spitzer, and Mike Maston.

I have tried to be as fair as I could in my "bankruptcy" report because if it is decided to fold DW I will handle it.

However, it is not my intention to preside at DW's burial. Had it been I would not have accepted the position of DW Publisher and Managing Editor from Rod.

I believe DW can be saved. I believe it should be saved. And I believe that given the fulfillment of the conditions listed in my report DW will be saved.

It will take a lot of work by its staff, a lot of patience on the part of its subbers, and a big infusion of cash from everyone. Otherwise it will never work and we shouldn't kid ourselves that it will.

I am a charter subber to DW and I've known and worked with most of its past editors. I believe DW is the single most important publication in the hobby. I also believe in DW's purposes as the hobby's premier publication, its zine of record, a forum for all to use, and a source of the best writing possible. My special commitment is to getting DW back on a sound financial basis and on a realistic schedule.

My publishing career started in 1967 and I've been the hobby ever since then so I have some experience in this area. I also have a broad range of personal contacts in the hobby which I hope will provide new input into DW. And I have some new ideas about what DW should be and how it should do its job. Let me share some of them. If you like them I hope you'll select the option to reorganize DW and send me a check, a generous check, because

Page Two.

DW needs the money to get itself together. I know it sounds strange to ask you to sub to a "new" DW when most of you have outstanding subscription balances. But that's the way it has to be. If it weren't for the importance I attach to DW I wouldn't be writing this letter.

Here are some of my ideas. They won't all work of course, but some of them may give you an idea, and together perhaps our ideas can help make a new DW work successfully.

DW will be a quarterly zine. It will be published on time. It will be mailed first class to everyone. It may not be quite as pretty as issue number 39 was since I don't have a fancy typewriter. But it will contain the best available materials and information---if you help provide them. It will contain around 60 pages in a digest format and some of it will be computer generated. I hope to begin a series of regional inserts for the hobby's major areas but that depends on finding regional editors. I don't intend to mess with the zine's content because Kathy Byrne is doing a fine job as general editor. I will work with Kathy to find more contributors to the zine as we begin the slow process of building DW up again. Basically there won't be much chance in what you get.

What will be different is that you will get it on time and that you will understand what DW's financial condition is at all times. My first staff appointment if the reorganization proposal flies will be Mike Maston as comptroller to handle the zine's financial records. It will all be computerized.

Kathy Byrne is already at work on issue number 41 which I hope to have out within a week after the deadline on this ballot if...

So much for issue number 41. Many of you had problems getting issue number 39. If you did not receive that issue write George Grassele: 326 Park Place, Irvington, NJ, 07111 (Note: George is in Europe for some weeks so don't expect an immediate response.). I only have one copy of that issue.

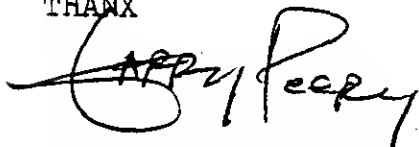
But what of issue number 40? If funding is available (That's the purpose of the DW Endowment Fund) I hope to make issue number 40 the long awaited DW Anthology, the best articles from the first 39 issues of DW as picked by its former editors. I've asked each of them to pick the best articles from their issues. They'll be published in a quality volume (a book, not a zine) and that will be used to raise further funds for DW. Publishing such a book will not be cheap. That's my special project. If anybody would like to serve as editor for it let me know.

Based on my examination of DW's records and my own publishing experiences I have established a new price structure for DW. It is somewhat simpler than the old one. U.S. subs are \$12 a year with first class mail. Canadian subs are \$2 more. Overseas (surface mail) are \$4 more. Air mail or special rates on request. At these rates DW should break even.

I'm hoping we'll get some generous contributions to the DW Endowment Fund, an idea that Ken Peel and I have kicked around for some time. The fund will be used to cover initial outlays for special publishing projects, and income from it will be used to handle extra administrative costs. The fund capital will not be used to cover zine cost over-runs. I would like to see the fund build quickly.

I haven't spent much time talking about why I believe DW is so important. Frankly, I think it is obvious, and I assume you do to or you wouldn't be getting this letter. Instead I've tried to tell you what DW's problems are, and what our options are. I've tried in this letter to let you know that there are people who care about DW and want to save it. This is how. But we need your help. We need everyone's help. And we need it now.

THANK



10/1/85

Dear Diplomacy Publisher:

The purpose of this letter is twofold. First, in case any of you aren't aware of it, DW #40 was a FAKE, published by me. The reason I bring this up now is to further add that Larry Peery's campaign to raise money for DW is for real: the zine is actually bankrupt. I did not know this at the time I was preparing the fake, and of course I hope that the efforts to revive the zine aren't impaired. If you could pass along the word to your readers that the drive to save DW is genuine, I'm sure Larry would appreciate it.

Incidentally, I will be making a proposal to Larry which might actually help to rescue DW financially. I got the fake printed very cheaply, and I may be able to arrange to do this for an issue or two of the real DW as well. If this comes to pass (and it's not at all certain yet), the financial benefit to DW will be immense, and the zine will survive easily (at least from the financial standpoint).

The other reason for this letter is to see whether we can get some more publicity for Lew Pulsipher's North American Diplomacy Players' Survey, which he has asked me to distribute. The returns are already coming in from the DW fake, of course, but if any of you would care to run this in your zines, or better yet as an insert (hobbyists understandably have an aversion to cutting ballots out of zines, as I discovered when I ran the Runestone Poll), it would be appreciated.

I am, quite frankly, not attaching the same importance to this survey as I did to the Runestone Poll. Thus, while I will distribute it directly to publishers and perhaps do a bit of mass mailing to people I think likely to respond; I'm not going to be mounting an all-out campaign to draw a huge vote. It would be nice if we gather, say, a hundred responses, so that the results are fairly significant. In my personal opinion, the questions asked on this survey (most of them written by Lew) are generally well-devised and will provide some insight into the hobby's views on some important questions. Or in brief, I think it's interesting.

As for the results, I will be compiling them probably with some sort of analysis to add interest to the dry numbers, and submitting them first to DW (Larry Peery has already told me that he'd be very interested to run them there), and then to the publishers of any other zines which publicize this project, and to hobbyists who send a SASE requesting them. I realize that this business about giving the scoop to DW got John feeder and Rod Walker in trouble regarding the Runestone Poll a few years back, but I'd like to give this first to DW at this time because the zine is currently in need of original materials, and I think this will help. Hopefully, those who are concerned about DW's future, as I am, won't object to this procedure. (Of course, if DW can't publish the results in a reasonable amount of time, I'll go ahead and send them out to others anyway.)

Incidentally, I may be pushing the deadline back by a month or so on this, just to allow more time for responses to come in.

Thanks in advance for helping out with this project -- and please remember to send in your survey forms as well!

Best,

P.S. (Insert your favorite swear word here) I seem to have misplaced the 8½ x 11 copies I had of the survey, and don't have time to retype it right now, so your copy is the photoreduced version that appeared in DW. If you need a non-reduced copy for your zine, or even if you wish to have me print up enough copies for your entire circulation and send them to you, let me know and I'll see what I can do.



BALX
Bruce Linsey
73 Ashuelot St., Apt. 3
Dalton, MA 01226

BLACK AND BLUE BOOK

The 1985 edition of the BLACK AND BLUE BOOK is now available. This fourth edition lists some 1,066 names, addresses, telephone numbers, and hobby interests of DIPLOMACY hobby members from all over North America.

This 128 page "hobby telephone book" represents three years of planning and more than 200 hours of work by Mike Maston and Larry Peery. It includes five specialized computer generated lists: (1) A list of over 900 hobby personalities arranged in alphabetical order with name, address, telephone number, and hobby activities; (2) A list arranged by ZIP Code sort; (3) A list arranged by Area Code sort; (4) A list of over 130 hobby publications of all types; and (5) A list of hobby services, organizations, and projects; a total of well over 100 pages of the latest hobby information available in one place in more detail than ever before.

In addition this year's edition contains special essays on how this year's BBB was developed, what steps the beginning player should take to get into the hobby, a technical explanation of how the BBB was done on the computer, an essay on play by electronic mail DIPLOMACY, a list of FTF Conventions and Tournaments, some information on DIPLOMACY overseas, a list of emergency (and real!) telephone numbers the typical hobby member might need, and some other surprises.

Everything you ought to know is put together in the BBB in a way designed to make it easy for you to find and use.

The price is \$4.00 (US), plus \$1 (US) for postage and handling. Order from: 1985 BBB, Box 8416, San Diego, CA 92102. Make checks payable to Larry Peery.

Enclosed is a check or money order for \$5.00 (US) made payable to Larry Peery. Please send me a copy of the 1985 BBB.

NAME _____

ADDRESS _____

TELEPHONE NUMBER _____

Return to: 1985 BBB, Box 8416, San Diego, CA 92102, U.S.A.
All mail orders sent first class. Bulk discounts are available.

NORTH AMERICAN DIPLOMACY PLAYERS' SURVEY #3

The first two NADP Surveys were conducted in 1974 and 1975. 156 and 168 people responded to those two surveys. All publishers are requested to reprint this form. All information provided by respondents is strictly confidential. You MUST give your name in order to be tallied, to avoid duplicates. PRIZES: Several DIP publications will be awarded to randomly selected respondents. PLEASE RESPOND BEFORE 20 NOVEMBER 1985 to Bruce Linsey, 73 Ashuelot St., Apt. 3, Dalton, MA 01226 or Lew Pulsipher, 5102 Catalpa Rd., Fayetteville, NC 28304.

EXPERIENCE

Name: _____ Age: _____ Sex: M __, F __. Year you began playing postal DIP _____; face-to-face DIP _____; convention tournament DIP _____; electronic-mail DIP _____; telephone DIP _____; postal DIPvariant _____; face-to-face DIPvariant _____.

Have you played as a replacement in postal DIP: No __, Yes __.

Do you or did you publish a DIPzine (not subzine or carbon copy): Yes __, No __. Do you or did you CM postal DIP games or variants: Yes __, No __. How many hours per week do you devote to DIPLOMACY? _____.

How well do you think you play postal DIPLOMACY (0=very poorly, 5=average, 10=very well): _____ Face-to-face DIPLOMACY: _____ How many postal DIPgames (standard and variant) have you been in (completed or in progress): 0-5 __, 6-10 __, 11-20 __, 21-40 __, 41+ __. Did you respond to NADPS #1 or 2: No __, Yes __. How many DIPzines do you read regularly (not counting subzines): 1-3 __, 4-6 __, 7-9 __, 10+ __. How many overseas DIPzines do you read regularly? _____.

Are you married: No __, Yes __. Are you a student: No __, Yes __. Mark if you play: bridge __, board wargames __, role-playing games __, DIPvariants __, computer games __. Do you own a computer: No __, Yes __. If yes, do you own a modem: No __, Yes __. Do you read science fiction: No __, Yes __. Do you play non-DIP games by mail: No __, Yes __.

How many pages of game press releases do you write per quarter year: 0-1 __, 1-5 __, 5-10 __, 10-20 __, 20+ __. Check itasee you've read from: Camers Guide to Diplomacy (Walker) __, Diplomacy Games and Variants (Pulsipher) __, The Game of Diplomacy (Sharp) __, Strategy & Tactics of Postal Diplomacy (Peery) __, Supernova (Linsey) __, Lexicon of Diplomacy (Berch) __, SF/F Variants Package (Pulsipher) __, Lord of the Rings (Tolkien) __, Getting to Yes (Fisher and Urey) __, You Can Negotiate Anything (Cohen) __, Foundation Trilogy (Asimov) __.

OPINION

In the following, no particular order is needed, nor need you name 5.

5 most important people in Diplomacy fandom _____

5 most skilled postal DIP players _____

5 favorite active DIPzines _____

GAMESMASTERING

What postal deadline length do you prefer (weeks): 2 __, 3 __, 4 __, 5 __, 6 __. What would be a reasonable game fee for an experienced GM with a good reputation (assume a sub to the zine is required separately): _____. How should countries be assigned: by chance __, by player preference __. Who "owns" the postal game: GM __, players __.

ZINES

Think about your ideal of a zine to play postal games in. How many postal games (including non-DIP) should be run in the zine? _____. Circulation would be: less than 25 __, 26-50 __, 51-100 __, 100+ __. Number of editors: _____. Number of subzines: _____. Your GM is __, is not __ the publisher.

PLAYING THE GAME

Assign numbers indicating the relative importance in play of these three elements of Diplomacy (0=no importance, 5=average importance, 10=very important): tactics____, strategy____, negotiations____.

In a perfectly played game of DIP, what would be the inevitable outcome: no inevitable outcome____, win____, 2-way draw____, 3-way____, 4-way____, 5-way____, 6-way____, 7-way____.

Assign numbers (0=hopelessly weak, 5=average, 10=very strong) to indicate the comparative strength of the countries in standard DIP: Aus____, Eng____, Fra____, Ger____, Ita____, Rus____, Tur____.

Assign numbers to indicate comparative value to you of the following DIP game finishes (0=no importance to 100=highest importance; please assign 100 to at least one outcome): win____, 2-way draw____, 3-way____, 4-way____, 5-way____, 6-way____, 7-way____, 2nd place____, 3rd____, 4th____, 5th____, 6th____, 7th____.

What part (in %) would you say chance, as opposed to skill, plays in: DIP____, Chess____, Poker____, Bridge____, Adv. Dungeons&Dragons____. Using the first letter of each country name, list in order your playing preferences from most preferred to least preferred: _____. List in order the four strongest two-country alliances in DIP: 1____, 2____, 3____, 4_____.

AGREE/DISAGREE

Answer the following with: 2=not familiar with the idea, A=agree strongly, B=agree somewhat, C=neutral/no opinion, D=disagree somewhat, E=disagree strongly.

If the army or fleet designation is missing from an order, or is wrong, then the order should be disallowed. _____

The GM should strictly maintain his deadlines, not accepting late orders under any circumstances. _____

GMs generally aren't considerate enough of the interests of the players. _____

It is better to be a one-unit puppet than to be wiped out. _____

DIPLOMACY is the best game I ever played. _____

The maintenance of the Boardman Numbers is vital to the hobby. _____

The Novice Packet (Supernova) is vital to the hobby. _____

"How to win" articles contribute to my enjoyment of the hobby. _____

"How to win" articles help improve my playing ability. _____

With unlimited time, FTF games are more likely to end in a draw than postal games. _____

Unordered units should not be eliminated when dislodged in order to minimize the effect of missed moves on postal DIP. _____

A unit ordered both to hold and support is double-ordered, and therefore unordered. _____

GMs should publish reasonably comprehensive house rules to set forth their specific procedures for their players. _____

A GM should not try to GM more than six games at once. _____

There ought to be a "world championship" postal DIP tournament. _____

There ought to be a "world championship" FTF DIP tournament. _____

"Demonstration games" contribute to my enjoyment of the hobby. _____

There ought to be a single, universal rating system as in chess. _____

I never ally again in the same game with someone who stabbed me. _____

I never ally again in any game with someone who stabbed me. _____

I enjoy postal DIP more than FTF. _____

Please mail this form by November 20 to Bruce Linsey, 73 Ashuelot St., Apt. 3, Dalton, MA 01226 or Lew Pulsipher, 5102 Catalpa Rd., Fayetteville, NC 28304. Results will be made available soon after that date. First publication rights will go to DIPLOMACY WORLD if its publishing schedule coincides reasonably with the above deadline.

A Proposal to End the Feud

by Bruce Linsey

Yes, I'm totally serious. The six-point proposal which follows is my (very rough) draft of an agreement which maybe, just maybe, could end the terrible feud which has been plaguing people in our hobby for a year and a half now. I have read this to several people whose opinions I value, and they have told me that the plan seems reasonable; that is, it addresses what appear to be the chief concerns of both sides. So I throw this open to discussion; those publishers who don't mind printing feud material are welcome to print this, and I'd like to hear from as many people as possible whether this plan is a good one -- and please let Kathy Byrne know your views as well, pro or con. Anyhow, here goes:

1. Kathy will remain as DW editor. There will be no more DW fakes, and no attempt to found a rival publication. DW will retain its plug for Supernova, and will print the Runestone Poll ballots and instructions, as well as the main lists of the results, on an annual basis. Feuds will not be publicized in DW.
2. Bruce will remain as Runestone pollster. There will be no further attempts to discredit the Poll, and the rival poll will be discontinued. Bruce promises to continue the practice of having an assistant oversee his running of the Poll and serve as an alternate repository for ballots.
3. With the sole exception noted in #4 (below), Bruce will drop all demands for retractions of past charges made against him, and all other past complaints. Bruce will not pursue the answers to the "97 questions" as posed in NFA #32/33.
4. Kathy will publicly retract in full her charge that Bruce wrote a "sick letter" to her pre-teen daughter, and admit that Bruce's version of events, as stated in NFA #29/30, pp 64-65, is 100% accurate.
5. Each side will refrain from printing or writing further charges or attacks against the other. Feudesse and Bad Doggie will no longer be published, and the "Fighting Words" section will be dropped from NFA. The Not for Hire, if continued, will drop feuds from its letter column, and Bruce will exclude feuds from any future mass mailings.
6. If either side feels that the other has violated, or may have violated, any terms of this agreement; the first action taken in response will be to attempt to settle the question privately through a neutral party. ((I have in mind about five people who I'd consider as candidates for this awesome role, but I haven't asked them privately yet, and won't name them here...)) All parties will attempt to channel their energies into constructive and peaceful pursuits.

Now, my peripheral discussion of each of these six points.

1. Yes, there has been occasional talk of a rival publication. However, I think that, so long as the content of DW remains acceptable to the entire hobby (which implies that Supernova and the Runestone Poll continue to receive coverage), there is no great need for this.
2. Actually, the Runestone Poll is in no danger, financial or otherwise. The '85 Poll proved that the institution is established enough even to flourish in the face of a boycott. Despite that, it would be nice to have a Poll freed from the silly and spurious attacks that have been launched against it.
3. This is my big concession. There are numerous charges that I would like to see cleared up, and on which I have (let's face it) an incredibly strong case. A few examples would include the "missing children" pictures that Kathy printed, the Olsen claim that I sent Dick Martin a letter gloating that Kathy would be out of the hobby in two weeks, the "love triangle" business, the letter Kathy claims I wrote to Meinel's wife, Martin's charge that I am a "child molestor", Tallman's bogus claim that I contacted the FBI regarding Jack Masters, and so on. **THESE WOULD ALL BE UNILATERALLY DROPPED**, not pressed and pressed as they will be should the feud continue. Believe

me, it sickens me to think that I might have to live with some of these nasty charges hanging over my head, but for the sake of peace, I'm willing to make this concession and stop pursuing them.

4. And now we get to the point Kathy must concede...the charge I absolutely cannot live with -- the Francine letter. That charge must go, unequivocally and totally. It's not that I think people still believe it (even Ken Peel and Pete Gaughan have told me that they believe my story on this point), but that the charge was so nasty and so far removed from the truth. It was a smear that I will not allow to stand. Therefore, Kathy must make a full and public retraction, and it must appear in the zines which publicized her initial charge. I'm sorry...I cannot agree to drop this complaint until it is cleared up.

5. I realize that it's extremely vague to talk about writing further charges or attacks...what is feuding to one may be legitimate discussion of a hobby issue to another. Nonetheless, it's worth a try -- we have to start somewhere. Perhaps we could all try to err on the side of caution for a few months, at least? This agreement just won't fly without some provision restricting further conflict. (Incidentally, Feudesse may have already folded...)

6. This point recognizes that the road to peace isn't going to be an easy one, and that regardless of how badly one side thinks the other may be trying to "cheat", there has to be a means of response other than immediate conflict -- otherwise, the whole thing falls apart, and we're back to where we began. This doesn't insure, of course, that the feud won't rekindle...it just reduces the probability by specifying a procedure which all parties will attempt to use to remedy potential difficulties.

What do you say, folks...can we use the above as a framework with which to end the Diplomacy Hobby War? Discussion is invited, publicly or otherwise.

The advantages of the above agreement would be tremendous. The biggest obvious advantage would be the end of this awful feud that has ruined the hobby for many people, including some of my best friends. But there's another advantage to all this. If this agreement is signed by all feuding parties (and that means people on both sides), then I will try to get a deal for DW's printing (at least temporarily) which could save DW's hide financially. Larry Peery told me that the next issue is going to cost around \$400 to print. I was able to get the printing done for the fake DW -- 52 pages long -- for less than one-fourth of that figure. I will be writing Larry with some exact numbers fairly soon, at his request. The printing isn't exactly the highest quality in the world, but it's certainly more than adequate, and the resulting windfall will be an enormous boon to DW. I am willing to do my best to pull this off (it's not 100% certain, and it might not last forever) IF AND ONLY IF WE CAN GET THE ABOVE AGREEMENT SIGNED AND END THIS FEUD. I am perfectly willing to do this for a Kathy Byrne-run DW, provided I'm not feuding with her; and with the exceptions noted in point 1 of this proposed truce, I make no demands about the content of the zine... nor do I ask to be "officially" associated with it (whatever that means).

The disadvantages of not having the above agreement signed? Well, I'm confident that DW will survive in any event, thanks to the hard work of Larry Peery and the support of the rest of the hobby (I'd still be contributing to it myself), so that's no problem. But, the feud will continue, for ghod knows how long, and it's not going to get any prettier. I don't think that any sane person could want the feud to continue -- it means considerable damage to the hobby, and more people hurt.

So those are my proposals...what do you people have to say? And, are you willing to help and support this truce?

Sincerely,

Bruce Linsey
Bruce Linsey

A Call to Contain the Great Feud

October 6, 1985

Over the past few weeks, I, and several others, have been talking to the primary feuding parties to see if a general amnesty and cease-fire could be called. We came very close to an agreement, but it fell through because of one or more individuals who ultimately proved unwilling to call a halt to the bloodletting without key concessions from the other side. Thus, it appears that the process will continue with no end in sight.

I strongly believe that so many unexcusable things have been said and done on all sides of the feud that the handful of individuals intent on continuing to propel this process forward do not deserve the kind of vindication they still seek. This complex feud has continued to grow and deepen for one and a half years, and it is now threatening the very organic integrity of DipDom. For those who have lost themselves deep in the feeding frenzy of the feud, I care little. Let them hack off limbs, dismember their own reputation, and continue with name-calling and obscenities in the dark recesses of the hobby, but let all hobiests who are tired of it all take action to contain it.

The combined synergy of our individual actions can have great force. Diplomacy fandom is for gaming, positive creativity, and the joys of simulated lying and deception. Let us reclaim it for ourselves. I urge those who share my views to follow suit, and set off an "ever-widening gyre." These actions can have positive result if enough individuals are also tired and disgusted by the great feud, and if we all keep scrupulously even-handed:

1. Resign from 'zines that give sanctuary to the feud. After this presentation has gained wide circulation, I will procede to resign from any 'zine that remains infected with the feud. I will send a letter for print explaining the reasons for my action, and will enclose a self-addressed post card for notification by the publisher when the editorial policy has changed (so that I may resubscribe). If you play in the 'zine, you might ask to continue the game by flier, or you might move the game elsewhere if the other players share your views on the feud. I will make no statements on the "substance" or personalities of the feud. More feuding does not feuding end; only ending it can end it.

2. Freeze the custodial status of feuders. An "honorable" feuder will assign a temporary substitute for important custodial projects, rather than allow his or her continued involvement in the great feud to harm the projects by osmosis. If a person formally active in the feud draws back and ceases participation, that person ought to retain his or her position (despite the rantings of those who choose to continue). This is a process that should be encouraged. If a feuder refuses to voluntarily withdraw (even temporarily while the feud plays out), I believe that the establishment of duplicative services or projects would be preferable to continued sole custodianship by a feuder.

This great feud is a holocaust of a different nature than the simple feuds of the past, save perhaps the Boardman/Walker feud of many years ago that literally split the hobby. Let's not let that happen to us again. It is time to move forward and reclaim control of our own destiny.

Very sincerely,
Ken Peel

THE ZINE REGISTER 1985..... & THE AMERICAN ZINE BANK

EDITOR: Simon Billenness.

PUBLISHER: Roy Hendricks.

Hello America! I'm a 21 year old Englishman working in the USA through the good luck of marrying Barbara, a US citizen. I've played postal Diplomacy for a long time and for two years I edited and published "20 Years On", the quarterly European zine listing. I think I have the right experience to edit the "Zine Register"; I hope I'm also sufficiently fair and objective to do so with the support of all sections of the American hobby.

The only change I intend to make is to turn the "Zine Register" into a regular four-monthly zine with subscribers and traders... You may think it odd that such an infrequent zine is asking for trades with larger and faster zines, nevertheless it will be worth your while. It will help me to get to know your zines and allow me to write your listing if you're too busy to do your own. In addition all trades will go to form the new "American Zine Bank". This will be a new hobby service based on the successful British Zine Bank. Any newcomers to the hobby who want to sample zines in bulk can simply send me a large envelope and \$1-\$2 postage and in return they will receive as many zines as I can send. This idea has proved very popular in Britain, so I hope it will catch on here.

Please support and publicise the Zine Register and Zine Bank. Their success depends on the response by you, the editors. Please send the below information, trades and any ideas or questions to:

Simon Billenness, 61A Park Avenue, Albany, NY 12202, USA.

Please send me the following information about your zine or subzine:

Name of zine/subzine	Editor(s) name and address
Price	Latest issue (# and date)
Format (eg digest, open page)	Method of printing
Page count (average)	Circulation
Games running (type and number)	Games open (include standby positions)
Description (sell your zine to the waiting millions in ten lines max.)	

DEADLINE: DECEMBER 1st 1985

HOUSERULE CHANGE

I have decided to change a houserule in STABBACK. After last issues dreadful seperation of seasons and the fact the zine was late proably made so people angry. I feel that one person should not be able to hold up a game turn. So the houserule dealing with seperation of seasons will be changed from one person may request a S. O. S. to 50% of the players in the game must request the seperation to have it passed. So if you are requesting a seperation make sure you send in a set of orders because it may not meet the 50% requirment. I did this to make it impossible for one player to stop the progress of the game. I hope this is O.K with everyone because it now became law.

LETTER WELGOMED

I will once again repeat what I stated in issue #16 of STABBACK. I am opening a letter cologen for anyone one who would like to express their views, etc. I would like to get some response from the players and subscribers to STABBACK. As you can see I have included alot of Letters I have recieved in this issue. I hope you all enjoy this. So let thoses letters come on in.

MYTH or REALITY: IS THERE AN END TO THE FEUD IN SIGHT?

By Howard R. Christie

Somewhere in this issue you will find two excellent ideas on how to end the great infamous Feud. Let me say a few words on this. I feel that there may never be an end to the feud unless both sides come to some general agreement. The two different proposals are very good ideas but both sides will never agree on the terms placed upon them from the other side. So let me suggest to both parties a way to end this feud without destroying the entire hobby.

1. I think that both sides should sign an agreement that the feud is official over and it should be published in all zines throughout the hobby.
2. This document should say that all past staments, articles, threats, lies, mean and nasty behaviors true or false are no more. The guilt of one side or the other should not be proven. As the hobby knows many misdeeds were done by both parties in the feud. We don't care who is at fault or isn't. All that we care about is ending the entire affair. So if both parties were able to forget the past and start anew, maybe the hobby will be able to heal this ungly cancer that has spread throughout the hobby.
3. The document will not state any of the acts that were committed or alleged to have been committed. It will only state that all acts real or false have been retracted by both parties involed in the fued.
4. Also the document should state that all hobby publications devoted to fueling the fire should ceace to publish.
5. If one party was to try and retract and begin the fued agian those persons should be at fault and proper action should take place by an neutral party to decide the proper puishment to be placed upon the breakers of the agreement, not the party who was attacked by the party breaking the pact. This neutral party should be selected and enclosed on the document ending the feud. (Five neutral Publishers agreed upon by the signing parties)

This will be a new feature to STABBACK. I have gotten this idea from David McCrumb's zine THE SHENADOHA GENERAL. Each question is worth two points apiece. The person with the most points will receive three free issues to STABBACK. I hope this will catch on and I would like to make this a regular feature to this zine. So come everybody send in those answers.

1. Name the states and their respective capitals that comprised the Confederate States of America.
2. What Confederate General was the Commander of the Army of Northern Virginia in 1865?
3. What was the name of the first Federal Ironclad and what was the date of the first engagement of Ironclads?
4. How many Ironclads were the Confederate Navy able to produce during the War Between the States?
5. What two great battles of 1863 marked the beginning of the end for the Confederacy?
6. Who was the Rock of Chickumaga?
7. The Confederacy was started in what state?
8. What famous Federal Naval Commander said "Damn the torpedoes! Full speed ahead"?
9. Which Battle fought in the west is considered the Vicksburg of the west?
10. Who declared that "War is Hell"?

*Bonus Question:

What date did the Civil War begin and what date did it end?

STABBACK #9

The question has come forth to me about opening another game of Diplomacy. I am willing to open another game but it will be the last for a while. At this time I have two players interested in playing. So if I have a good response to this I will be opening another game. It will start as soon as I have seven game fees paid to yours truly.

MAPS

I believe that this is a dead issue at the time. I feel that I didn't get a large enough response on the fact about keeping them or dropping them. I would like to thank those people that wrote and told me their feelings on the matter. Sorry Dave, James and Phil but no more maps for STABBACK.

TURKEY (James Young): a ank-CON; f con-AEG; f SMY s tf con-aeg

Would Steven McKinnon (401 BARR A, RPI, Troy, NY 12181) please send in stand by orders for ITALY. Underline moves fail and capital letters show unit positions. FALL 1905 orders are due by 15 NOV 85.

PRESS:

RUSSIA: I think the Kaiser is upset with me. I keep sending him letters to Germany but he never answers.

1985W GERMANY GOES ALL OUT FOR IT, ITALY WIMPS OUT FALL 1902

AUSTRIA (David McCrumb): a bud-TRI; a VIE s aa bud-tri; a SER s aa bud-tri; f gre*s tf aeg-ion(nso) RT gre-oth, alb

ENGLAND (Robert Smith): f lon-NTH; f BEL s ef lon-nth; f BAR-stp(nc); s NWY s ef bar-stp(nc)

FRANCE (Phil Cooper): NWY!!! has a pic, a son, f mid, f bre, a bur*oth

GERMANY (Steven Decker): a bur-MAR; a mun-BUR; a HOL-hold: f DEM-swe

ITALY (Doug King): NWY!!! has f ion, f tun, a ven, a tyo, a tri*oth

RUSSIA (Doug Christie): a pru-BER; a SIL s ra pru-ber: f DEM-bla f STP s ra fin-nwy: a FIN-nwy: f STP(nc) s ra fin-nwy

TURKEY (Bart Levy): f ANK-bla; f aeg-GRE; a BUL s tf aeg-gre: a CON s ta bul

Would Jason Nonis(1415 N. 137, Seattle, WA 98133) Please stand By for FRANCE. Would Jay Brumbaugh(1534 Bluegrass Cove, Germantown, TN 38122) please stand by for Italy. Underline moves fail and capital letters show unit positions. Spring 1903 and Winter 1902 Orders are due by 15 NOV 85. The supply center chart follows:

A=home, ser, xxx	(4)=even, may build 1.
F=home, bel, nwy	(5)=build 1
E=spn, por, bre, par, xxx	(4)=even
C=kie, mun, den, hol, mar, xxx	(5)=build 1
I=home, tun, xxx	(4)=even
R=home, swe, rum, her	(7)=build 1
T=home, bul, gre	(5)=build 1

PRESS:

AUSTRIA-GM: What happened to my press from last turn.

GM-AUSTRIA: If a seperation of seasons happens all press gets tossed.

AUSTRIA-RUSSIA: What happened to your support last turn? Have you abandoned me?

RUSSIA-ITALY: A NVA is not a bunch of red-neck farmers from tech!!!

1034CT

GERMANY IN CIVIL DISORDER

SPRING 1900

AUSTRIA (David McCrumb): a VIR-triENGLAND (James Early): f nwg-YTH; f ENG s ef nwg-nth; f WY s ef nwg-nth;
a WY s ef wes-spn(sc): a pic-PAPFRANCE (Robert Smith): a BUR s ff gol-spn(sc): f COL-spn(sc) f spn(sc)-PORGERMANY (Phil Cooper): WYR!!! HAS f kie: f den, f hel, f stp(VC), a bel, a
mun, a ruh, a hol, a WAR-othITALY (Hugh Christie): f ROM-tyh; f TYH-gol: f wes-SPN(sc): a MAP s if wes-
spn(sc): a PIT s ia mar

RUSSIA (Paul Schembari): a mos-WAR

TURKEY (James Young): a con-BUL: a ank-ARM: f spy-ANG: a BUD s ta rum-gal:
a rum-GAL: a UNK s ra mos-war: f sev-BLA; a ser-TRI: f ALB s ta ser-tri:
tri-ADD

Changes from Winter 1905: Germany had f DEN not bal. Germany retreated
f nwy to stp(nc) not oth. The players that were involed were informed. Also
Germany had a WAR that was not reported last issue. Austria is now being play-
ed by David McCrumb(PT#1, Box 100, New Castle, VA 24127) I am calling Jeff
Zarse as a stand by for Germany.(Winman, Box 284, Hanover, NH, 03755) Under-
lined moves fail and capital letters show unit positions. Fall 1906 orders
are due no later then 15 NOV 25.

PRESS:VIENNA-WORLD: Puppet for sale!! Cheap!!LONDON-PARIS: C'est la vie!LONDON-BERLIN: Open your eyes to the thundering horde of Turks, rather than
me! (who you will get none of)!!

1034CT

WORLD GONE MAD, TURKS ESCAPE

SPRING 1905

AUSTRIA (Willis Beaver): a sil-WAR; a GAL s aa sil-war: a bul-BUM: a BUD-
ser: f aeg-GREENGLAND (Hugh Christie): f KIE s rf bal-ber: a DEN s ef kie: f swe-WY: f
WY c ea edi-hol: a edi-WOL: f ENG c ea lon-bel: a lon-BEL: f lpl-**NAO**: a bre-
PAP: f por-MID: f SPN(sc) s ef por-midFRANCE (Paul Schembari): f gol-TUS: f NAE-wes: a mar-PIN:

ITALY (Phil Cooper): WYR!!! has a mun, a tyo, f wes, f tun, f tyh

RUSSIA (Jay Brumbaugh): a rum-bul:(nsu): a SEB-bud: f BLA s ta ank-con:
a sev-unk: a WAR s a sev-unk, must RT-oth, nos, liv: a ber-PPU: f bal-KIE:
a WOL-hold(hbo)

1035" Continued

AUSTRIA-DORT VIOLENCE: HVA STANDS for a species of lower class sub-humans who attend college in a small backwater community in Charlottesville, Virginia.

VIENNA-Moscow: How many WAWOO's does it take to change a light bulb?
Eleven, one to do the work and ten to talk about how good the old one was.

1035A0 GERMANS AND ITALIANS REAPPEAR BUT TURKS DISAPPEAR SPRING 1900

AUSTRIA (Steven McKinnon): Built a vie, tri, bud: a MUN s ea den-kie:
f gre-AEG: a ser-GPE; a tri-SFR; a BUD s aa tri-ser: a vie-TYO

ENGLAND (James Young): a DEN-kie; a lon-HOL; f NTH c ea lon-hol; f hwy-BAR:
f edn-NWG

FRANCE (Jeff Zarse): a BEL s ea lon-hol; a par-BUR; f bre-VID; f por-SPN(sc):
a sph-MAR; f mar-GOL

GERMANY (Stephen Wilcox): f hol-HEL; a BUL-mun; a KIE s ga ruh-MUN

ITALY (Willis Beaver): a ven-PIE; a apu-VEN; f ion-TUN

RUSSIA (Andreas Kubier): a mos-SEV; f sev-BIA; f BUMs rf sev-BIA: a GAL s
rf BUM; f STE s ra stp-nwy; a stp-NWY

TURKEY (Phil Cooper): NVR!!! has a bul, a ARM, fbla*-otb

WINTER 1901

a= built a vie, tri, bud,
e= built a lon, f edn
f= built f mar, bre, a par
g= even
i= even
r= f sev, a mos
t= even, plays one short

Would Hugh Christie(43 E. Houston Ave., Montgomery, PA 17752) please standby for Turkey. Underline moves fail and capital letters show unit positions. Fall 1902 orders are due by 15 NOV 85.

PRESS:

AUSTRIA-TURKEYKURKEY: Two personalities, eh? Where are you going?

AUSTRIA-RUSSIA: Take a step in the right direction.

More press for 1035"

TURKEY-WORLD: The nation of Turkey having witnessed several failed peace initiatives and the relentless violence and war type maneuvers of the most evil Austria-Hungarian Empire, now declares war on AH and all his satellites and all allies it may have.

AUSTRIA (Jason Monis): f TPI-hold; a VIF-hold; a bud-SER

ENGLAND (Garth Getgen): f lon-NTH; f edn-NWG; a 1ol-VOR

FRANCE (Michael Dawns): NMR!! Neutral moves HR#15 f bre-MID; a mar-SPW;
a mar-PIC

GERMANY (Phil Cooper): NMR!! Neutral moves HR#15 f kie-DEM; a ber-kie;
a mun-RUH

ITALY (Thomas Johnson): NMR!! Neutral moves HR#15 f nap-ION; a rom-VEN;
a ven-APV

RUSSIA (Vince Springer): f stp(sc)-GOB; f sev-RUM; a war-GAL; a mos-IRW

TURKEY (Jeff Garse): f ank-BLA; a con-BUL; a sny-COM

Would Jamie Young(PSC#1, Box 2126, McGire AFB, NJ 08641) please stand by for FRANCE. Would David McCrumb(BT#1, Box 100, New Castle, VA 24127) Please stand by for Germany. Would Stever McInnon(CDI, 101 Park A Troy, NY 12181) please stand by for ITALY. Underline moves fail and carry letters show unit positions. Fall 1991 orders are due by 15 NOV 95.

DESS:

VINCE-JASON: Sorry, but I would rather have jeff as a friend than an enemy. hope to see you around....

RUSSIA-ITALY: Why did you quit the Jefferson??

TL-RUSSIA: Looks that he may quit STARRACK #3, also.

ENGLAND, 21 NOV 1991

TURKEY (Steven McInnon): Thanks for an enjoyable game, everyone. Congrats to Phil, though I'd have preferred a less successful stab such that we could hold you off awhile. Thanks to Andy and James for the chess game and the friendly comments from Fall 1994- Fall 1996, you didn't expect me to curl up did you? I look forward to playing against you all again.

AUSTRIA (James Farly): This game started out very well for me. Everyone was friendly. Turkey was much more persuasive than Russia and so I chose to ally with him against Russia. The attack started off pretty well. Italy was completely cooperative, opening with the most pro-Austrian moves possible (despite the fact that he never talked to me). Germany and England helped with Russia, and things were going just great. Great, that is until Turkey stabbed. I knew it was coming eventually, but I didn't know when. England and Germany both warned me, and I was just about to join their side. Unfortunately I made that decision a turn too late. All of a sudden Turkey was all over me. The new Italy, Jamie, moved in along with Germany, and I was finished.

CONTINUED last page of zip.

1984CO End Game Cont.

AUSTRIA : Congratulations to Steven for a good stab (although I think He could have won with my help), and to Phil for a very well played Game. One final word: NEVER ally with Turkey if you are Austria!

ITALY (James Young): Well this was my first stand by in STABBACK, and it was the pits. I came into the game with an AUSTRIAN and TURKISH attack smashing me. Austria lied to me and stabbed me but good. So I made a deal with the Tuks and watched him die a slow death. Early, never stab when the stabie can still fight back. I survived the game and you didn't, I hope you learned your lesson.

END GAME STATEMENT FOR 1984CZ

FRANCE (Steven McKinnon): YAY! The once leaderless French hold out on the sunny beaches of Iberia. YAY! Well done Germany, a well made draw with that come back kid, Russia.

GERMANY (Hugh Christie): CZ is proof that DIPLOMACY is the name of the game. A collapsing Germany and Russia, both being invaded and in a near hopeless position, were able to come to terms with each other and then diplomacize with other powers and win. Never stop dealing, even if you takeover a dying stand-by position like I did with Germany. (Draw Winner with Russia)

RUSSIA (Willis Beaver): A good game to play in. It was interesting for me. This game was my first ever postal Diplomacy game and I came out of it smelling like a rose. The game started out allied with Turkey and no confirm alliance in the west. I decided to throw in with England and attack Germany in 1902. The English let me have Sweden after the crafty Germans didn't. As soon as I was in force in Germany the English stabbed and took Two dots from me. the Austrians were making head way in the south and it looked like it was over for the Czar, suddenly things changed. The german position was taken over anew. Hugh and I were able to come to terms and the game looked interesting again. Turkey and I threw our weight against Austria and he gave way slowly. Then his numerous WTR's cost him his crown. Germany was doing great against England, then France. I stabbed Turkey and it was clear sailing from there. I never once stopped talking and making deals this is how Russia down to 3 black dots could come back to win a draw. Good game Hugh, if the draw would not have passed it would have been a good game fighting each other and by my last moves you can see I was starting my attack on you. With such a wimp playing Turkey it was easy to start shifting forces and send one army into Germany. Also I would like to say the play of the New Turkish player and the Italian was some of the worst I have ever seen. Their defense was like a sieve with the Russian armies poring through. Good Game Guys. (Draw winner with Germany)

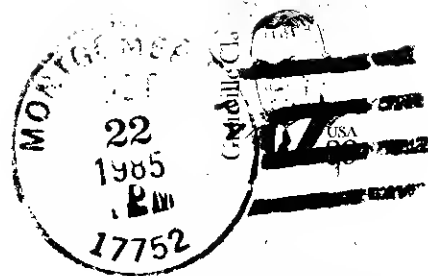
ENGLAND (Robert Smith): This game was not one of the best for me. I was a stand by and things didn't work to well from the start. The Russians Stabbed right off the back and from there I gave one of the best defences I could under the circumstances. I must say that I did play very well on the defense. My moves were the best I could do and slowed down the Russians considerably. My so called Italian allies were the pits. He moved wrong and screwed up my best layed plans. I consider my downfall not to my play but to the lack of Italian play. He must be a real lousy player sometimes and it showed in this game to the max. Russia you would have won this game if you wouldn't have stabbed me in the back, But I know I stabbed you back. You should have never won this game if I could have counted on Italian help.

StabBack

ISSUE #18

#18

Howard B. Christie
PO Box 115
Millville, PA 17346



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